

HERO KIDS



MONSTER COMPENDIUM

BY

JUSTIN HALLIDAY

HERO KIDS

Bat Swarm



	KO	Hurt


Melee Attack: Swooping Bite
Melee attack at an adjacent target.

Special Action: Swarming Frenzy
Melee attacks at that all enemies that occupy spaces that you also occupy.

Bonus Ability: Flyer, Huge Swarm
You can fly over obstacles and enemies. You occupy a 2x2 square area, you can occupy spaces containing other characters, and when you are not on full health your armor pool gains 1 die.

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Deep Beguiler



	KO	Hurt	Bruised Grazed

Melee Attack: Rending Bite
Melee attack at an adjacent target.

Special Action: Snap, Snap
Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Amphibious, Grappler
You can move through water without penalty. When you damage a target, you can hold it adjacent to you until you release it or it damages you. While you have a target held, your attacks against that target gain 1 die, your attacks against other targets have 1 fewer die, and you cannot hold another target.

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Bat



	KO	

Melee Attack: Swooping Bite
Melee attack at an adjacent target.

Special Action: Taste For Blood
If you damaged an adjacent target on your last turn, you can make a melee attack at that target with 1 extra die.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

HERO KIDS

Beguiler



	KO	Hurt	Bruised Grazed

Melee Attack: Eye Beam
Magic attack at a target up to 4 squares away.

Special Action: Eye Stalk Attacks
Split your magic dice to make magic attacks at multiple targets up to 4 squares away; if an attack hits, choose one of these effects:

- Target cannot move*
- Target's attacks have 1 fewer dice (at least 1)*
- Target's armor pool has 1 fewer dice (at least 1)*
- Target is pushed back up to 4 squares
- Target is knocked prone
- Target takes 1 damage

* Until the end of the target's next turn.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

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Dire Boar



Melee Attack: Gore
Melee attack at an adjacent target.


Special Action: Charging Attack
If you start your turn without an adjacent enemy, you can move up to 3 squares, then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.

KO Hurt Bruised

HERO KIDS

Brigand Archer



Ranged Attack: Arrow Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Distracted Shot
If a target within 6 squares (but not adjacent) is engaged, you can make a ranged attack at that target with 1 extra die.

Bonus Ability: Ambush Shot
When you attack a target that has not had a turn yet, your attack gains 1 extra die.

KO Hurt

HERO KIDS

Boar



Melee Attack: Gore
Melee attack at an adjacent target.


Special Action: Charging Attack
If you start your turn without an adjacent enemy, you can move up to 3 squares, then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.

KO Hurt

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Brigand Bandit





Melee Attack: Slashing Cut
Melee attack at an adjacent target.

Special Action: Reckless Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.

Bonus Ability: Bully
When you are adjacent to an ally, your attacks gain 1 extra die.

KO Hurt

HERO KIDS

Brigand Leader

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KO Hurt Bruised





Melee Attack: Pummelling Smash
Melee attack at an adjacent target.

Special Action: Bullied Attack
If you have been attacked more than once since your last turn, you can make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Defensive Command
When an ally is adjacent to you, their armor pool gains 1 extra die.

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Bugbear Boulderer

⚔️ [X][X]


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KO Hurt



Melee Attack: Boulder Toss
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Swinging Blows
If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both with 1 fewer dice than your ranged pool.

Special Ability: Blood-Soaked
When you are not on full health, your armor pool gains 1 extra die.

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Brigand Swordsman

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KO Hurt





Melee Attack: Slashing Cut
Melee attack at an adjacent target.

Special Action: Reckless Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.

Bonus Ability: Bully
When you are adjacent to an ally, your attacks gain 1 extra die.

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Bugbear Brutalist

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KO Hurt



Melee Attack: Brutal Slash
Melee attack at an adjacent target.

Special Action: Sweeping Slash
If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both, the second target is attacked with 1 fewer dice.

Special Ability: Blood-Soaked
When you are not on full health, your armor pool gains 1 extra die.

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Bugbear Warband Leader















Melee Attack: Brutal Slash
 Melee attack at an adjacent target.


Special Action: Sweeping Slash
 If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both, the second target is attacked with 1 fewer dice.


Special Ability: Leader, Blood-Soaked
 When an ally is adjacent to you, their attacks gain 1 extra die. When you are not on full health, your armor pool gains 1 extra die.


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Male Commoner

















Melee Attack: Clanging Swipe
 Melee attack at an adjacent target.


Bonus Ability: Stalwart
 When you are adjacent to an ally, your attacks and defense pool gain 1 extra die.


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Female Commoner

















Melee Attack: Slashing Cut
 Melee attack at an adjacent target.


Bonus Ability: Stalwart
 When you are adjacent to an ally, your attacks and defense pool gain 1 extra die.


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Fierce Construct















Melee Attack: Fierce Swing
 Melee attack at an adjacent target.

Special Action: Engaged Attack
 If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Awkward, Rattled
 You can only move 3 squares with your move action and you cannot move through allies or obstacles. When you are not on full health, your attacks have 1 fewer dice (at least 1).

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Rickety Construct



Melee Attack: Flailing Swing
Melee attack at an adjacent target.


Special Action: Uncoordinated Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Awkward, Rattled
You can only move 3 squares with your move action and you cannot move through allies or obstacles. When you are not on full health, your attacks have 1 fewer dice (at least 1).

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Crone



Magic Attack: Wracking Gesture
Magic attack at a target up to 4 squares away.

Special Action: Drawing Attack
Magic attack at a target up to 4 squares away with 1 fewer dice; if the attack hits, the target is also pulled to an empty square closer to you.

Bonus Ability: Horrid
When defending melee attacks, your armor pool gains 1 extra die.

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Coot



Magic Attack: Wracking Gesture
Magic attack at a target up to 4 squares away.


Special Action: Bickering Attacks
Split your magic dice to make magic attacks at multiple targets up to 4 squares away; if an attack hits, the target takes no damage but immediately makes their standard attack at an adjacent target of your choice.

Bonus Ability: Horrid
When defending melee attacks, your armor pool gains 1 extra die.

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Cultist Acolyte



Magic Attack: Arcane Bolt
Magic attack at a target up to 4 squares away.

Special Action: Arcane Leash
Magic attack at a target up to 4 squares away; if the attack hits, it deals no damage but you can push or pull the target up to 4 squares.

Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.

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Cultist Guard



Melee Attack: Crunching Blow
Melee attack at an adjacent target.


Special Action: Defensive Attack
Melee attack at an adjacent target with 1 fewer dice; your armor pool gains 1 extra die until the start of your next turn.

Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.

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
Cultist Warlock



Magic Attack: Infernal Bolt
Magic attack at a target up to 4 squares away.

Special Action: Infernal Bolts
Split your magic dice to make magic attacks at multiple targets up to 4 squares away.

Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.

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Cultist Slinger



Ranged Attack: Streaking Stone
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Retributive Stone
If a target up to 6 squares away (but not adjacent) has attacked you since your last turn, you can make a ranged attack at that target with 1 extra die.

Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.

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Cultist Warrior



Melee Attack: Crunching Blow
Melee attack at an adjacent target.

Special Action: Protecting Attack
Melee attack at an adjacent target with 1 fewer dice; each adjacent allies' armor pool gains 1 extra die until your next turn.

Bonus Ability: Fervent
When you are KO'd, you can immediately make your standard attack.

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Dragon Egg




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Gold Dragon




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Melee Attack: Crushing Bite
Melee attack at an adjacent target.

Special Action: Dragon Breath
Twice per encounter, make ranged attacks with 1 fewer dice than your melee pool at all targets (including enemies and allies) up to 3 squares away within a 90° arc.

Bonus Ability: Gargantuan, Flyer
You are over 20' tall and you occupy a 3x3 square area. You can fly over obstacles and enemies.

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Dragon Hatchling




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Magic Attack: Fiery Bolt
Magic attack at a target up to 4 squares away.

Special Action: Flame Breath
Magic attacks at 2 adjacent targets that are also adjacent to each other.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

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Dragon




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Melee Attack: Crushing Bite
Melee attack at an adjacent target.

Special Action: Dragon Breath
Twice per encounter, make ranged attacks with 2 dice at all targets (including enemies and allies) up to 3 squares away within a 90° arc.

Bonus Ability: Gargantuan, Flyer
You are over 20' tall and you occupy a 3x3 square area. You can fly over obstacles and enemies.

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Air Elemental

Melee Attack: Buffeting Strike
Melee attack at an adjacent target.

Special Action: Whirlwind Strike
Melee attacks with 1 fewer dice at all adjacent targets (including enemies and allies).

Bonus Ability: Wind Form
You can move through characters and obstacles, but must end your turn in an empty square.



Melee Attack: Buffeting Strike
Melee attack at an adjacent target.



Special Action: Whirlwind Strike
Melee attacks with 1 fewer dice at all adjacent targets (including enemies and allies).

Bonus Ability: Wind Form
You can move through characters and obstacles, but must end your turn in an empty square.

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Fire Elemental

Melee Attack: Flaming Strike
Melee attack at an adjacent target.

Special Action: Inferno
Melee attacks at all adjacent targets, (including enemies and allies); you take 1 damage.

Bonus Ability: Consuming, Vulnerable
Your melee pool has 1 fewer dice for each damage you take. When defending water or cold attacks, your armor pool has 1 fewer dice.



Melee Attack: Flaming Strike
Melee attack at an adjacent target.



Special Action: Inferno
Melee attacks at all adjacent targets, (including enemies and allies); you take 1 damage.

Bonus Ability: Consuming, Vulnerable
Your melee pool has 1 fewer dice for each damage you take. When defending water or cold attacks, your armor pool has 1 fewer dice.

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Earth Elemental

Melee Attack: Slam
Melee attack at an adjacent target.

Special Action: Boulder Throw
Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer dice than your melee pool.

Bonus Ability: Huge, Earth Form, Fracture
You are over 12' tall, and you occupy a 2x2 square area. You can move through natural earth and stone. Your armor pool has 1 fewer die for each damage you take.



Melee Attack: Slam
Melee attack at an adjacent target.

Special Action: Boulder Throw
Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer dice than your melee pool.

Bonus Ability: Huge, Earth Form, Fracture
You are over 12' tall, and you occupy a 2x2 square area. You can move through natural earth and stone. Your armor pool has 1 fewer die for each damage you take.

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❤	KO	Hurt	Bruised

HERO KIDS

Sand Elemental




Melee Attack: Pummel
Melee attack at an adjacent target.

Special Action: Cascade
Move up to 4 squares, including through spaces occupied by other characters; melee attack with 1 die all targets along the path (including enemies and allies).

Bonus Ability: Huge, Earth Form
You are over 12' tall, and you occupy a 2x2 square area. You can move through natural earth and stone.



Melee Attack: Pummel
Melee attack at an adjacent target.



Special Action: Cascade
Move up to 4 squares, including through spaces occupied by other characters; melee attack with 1 die all targets along the path (including enemies and allies).

Bonus Ability: Huge, Earth Form
You are over 12' tall, and you occupy a 2x2 square area. You can move through natural earth and stone.


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❤	KO	Hurt	Bruised

HERO KIDS

Water Elemental

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❤	☐	☐	☐
	KO	Hurt	Bruised





Melee Attack: Crashing Strike
Melee attack at an adjacent target.

Special Action: Tsunami
Once per encounter, make ranged attacks with 2 dice at all targets (including enemies and allies) up to 3 squares away within a 90° arc.


Bonus Ability: Water Form, Vulnerable
You can move through water or air, and you can squeeze through small spaces. When defending fire attacks, your armor pool has 1 fewer dice.

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Flaming Skull

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	KO	Hurt



Melee Attack: Crackling Butt
Melee attack at an adjacent target.

Special Action: Immolate
Melee attacks at all adjacent targets (including enemies and allies); you take 2 damage.


Bonus Ability: Flyer, Vulnerable
You can fly over obstacles and enemies. When defending water or cold attacks, your armor pool has 1 fewer dice.

HERO KIDS

Bree the Firestarter




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	KO	Hurt	Bruised



Magic Attack: Fire Blast
Magic attack at a target up to 4 squares away.

Special Action: Ignite
Create a persistent fire up to 4 squares away. Creatures standing in or moving through the square must make a Dexterity test (Athletics) at difficulty 6 or take 1 damage.

Bonus Ability: Strike Back
When you attack a target that has attacked you since your last turn, your attack gains 1 extra die.

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Fox Sharpshooter




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	KO	Hurt



Ranged Attack: Sharp Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Aimed Shot
If you start your turn without an adjacent enemy, you can use your entire turn to make a ranged attack at a target up to 6 squares away with 1 extra die.

Bonus Ability: Cunning
When an attack against you resolves, you can immediately move 1 square.

HERO KIDS




Fox Warrior

















KO

Hurt





Melee Attack: Stabbing Attack
Melee attack at an adjacent target.




Special Action: Deceptive Attack
If you have at least two adjacent enemies, you can nominate two of these to be potential targets of your melee attack. Both targets roll their defense dice first, and you can then choose which is the actual target of the attack.



Bonus Ability: Cunning
When an attack against you resolves, you can immediately move 1 square.



HERO KIDS








Frogling Chieftain








KO

Hurt

Bruised



Melee Attack: Croaking Strike
Melee attack at an adjacent target.

Special Action: Empowering Croak
Allies' attacks gain 1 extra die until your next turn.

Bonus Ability: Amphibious
You can breathe water and air, and move through water without penalty.

HERO KIDS




Fox Wizard

















KO

Hurt





Magic Attack: Devious Blast
Magic attack at a target up to 4 squares away.



Special Action: Deceiving Form
Create an illusory copy of yourself. While in this form, your armor pool gains 1 extra die and your magic pool has 1 fewer dice. The illusory form is dispelled when you take damage.



Bonus Ability: Cunning
When an attack against you resolves, you can immediately move 1 square.



HERO KIDS







Frogling Hatchling







KO

Hurt



Melee Attack: Hatchet Strike
Melee attack at an adjacent target.

Special Action: Hopping Strike
If you start your turn without an adjacent enemy, you can move up to 3 squares ignoring obstacles and enemies, then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Amphibious
You can breathe water and air, and move through water without penalty.



HERO KIDS



Frogling Hunter










Ranged Attack: Spear Throw
Ranged attack at a target up to 6 squares away.

Special Action: Hopping Stab
If you start your turn without an adjacent enemy, you can move up to 3 squares ignoring obstacles and enemies, then make a ranged attack at an adjacent target with 1 extra die.


Bonus Ability: Amphibious, Versatile
You can breathe water and air, and move through water without penalty. You can use your ranged attack against adjacent enemies without penalty.

KO






Hurt




HERO KIDS



Frogling Warrior




Melee Attack: Hatchet Strike
Melee attack at an adjacent target.

Special Action: Hopping Strike
If you start your turn without an adjacent enemy, you can move up to 3 squares ignoring obstacles and enemies, then make a melee attack at an adjacent target with 1 extra die.


Bonus Ability: Amphibious
You can breathe water and air, and move through water without penalty.

KO






Hurt




HERO KIDS



Frogling Shaman




Magic Attack: Echoing Croak
Magic attack at a target up to 4 squares away.

Special Action: Mire
Swampy water rises from the ground to a depth of two feet. The water counts as an obstacle.


Bonus Ability: Amphibious
You can breathe water and air, and move through water without penalty.

KO






Hurt




HERO KIDS



Gargoyle



Melee Attack: Slashing Claws
Melee attack at an adjacent target.

Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent target with 1 extra die.


Special Ability: Flyer, Stoneshape
You can fly over obstacles and enemies. While motionless, you look like a stone statue.

KO

Hurt

HERO KIDS











Ghost



Melee Attack: Spectral Swipe
Melee attack at an adjacent target.

Special Action: Phase Attack
Teleport up to 4 squares and make a melee attack at an adjacent target.

Bonus Ability: Incorporeal
You can move through characters, walls, and obstacles, but must end your turn in an empty square. Additionally, you are only damaged by attacks that roll a 6 on an attack die.

  
 
 
 
 KO Hurt

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Ettin Giant



Melee Attack: Brutal Attack
Melee attack at an adjacent target.

Special Action: Double Attack
Melee attacks at two adjacent targets.

Special Ability: Huge
You are over 12' tall, and you occupy a 2x2 square area.

  
 
 
  
 KO Hurt Bruised

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Cyclops Giant



Melee Attack: Awkward Swing
Melee attack at an adjacent target.

Special Action: Precise Attack
If an adjacent target has not moved since your last turn, you can make a melee attack at it with 1 extra die.

Special Ability: Huge
You are over 12' tall, and you occupy a 2x2 square area.

  
 
 
 
 KO Hurt Bruised

HERO KIDS

Hill Giant



Melee Attack: Crushing Blow
Melee attack at an adjacent target.

Ranged Attack: Boulder Throw
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).


Special Action: Sweeping Blow
If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both, the second target is attacked with 1 fewer dice.

Special Ability: Huge
You are over 12' tall, and you occupy a 2x2 square area.

   
  
 
 
 KO Hurt Bruised

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

Gladiator Archer



Ranged Attack: Arrow Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).


Special Action: Rapid Shots
Split your ranged dice to make ranged attacks at multiple targets up to 6 squares away (but not adjacent).

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.

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




Gladiator Net Fighter



Melee Attack: Trident Stab
Melee attack at an adjacent target.

Special Action: Net Throw
Ranged attack at a target up to 2 squares away using your melee pool; if the attack hits, the target takes no damage but is trapped in your net. Trapped characters can only move 1 square, their attacks and armor pool have 1 fewer dice (at least 1). Trapped characters can use their entire turn to remove the net, which you can then recover.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.

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Gladiator Champion



Melee Attack: Stylish Cut
Melee attack at an adjacent target.


Special Action: Staggering Cuts
Melee attack at an adjacent target with 1 fewer dice; the target is also pushed back 1 square and you move into its square.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.

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Gladiator Novice



Melee Attack: Slashing Cut
Melee attack at an adjacent target.


Special Action: Defensive Strokes
Melee attack at an adjacent target with 1 fewer dice; your armor pool gains 1 extra die until your next turn.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.

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Gladiator Shieldwall



Melee Attack: Crunching Hit
Melee attack at an adjacent target.

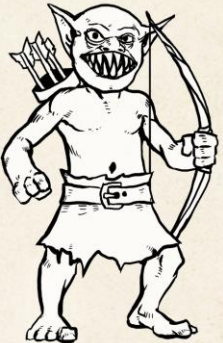
Special Action: Defensive Wall
Use your entire turn to set a shield wall. Until your next turn, you can only be damaged by attacks that roll a 6 on an attack die.

Bonus Ability: Bloodied
When you are not on full health, your attacks gain 1 extra die.

 
 
 
   
 KO Hurt

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Goblin Archer



Ranged Attack: Sharp Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).


Special Action: Sneaky Shot
If a target within 6 squares (but not adjacent) has made an attack that does not target you since your last turn, you can make a ranged attack at it with 1 extra die.

Bonus Ability: Scamper
When you've been attacked since your last turn, you can move 2 extra squares.

 
 
 
 
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Gladiator Villain



Melee Attack: Brutal Attack
Melee attack at an adjacent target.


Special Action: Brutal Blades
Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Bloodied, False Death
When you are not on full health, your attacks gain 1 extra die. When you are KO'd for the first time, on your next turn you return to Hurt.

   
 
 
  
 KO Hurt Bruised

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Goblin Jabber



Melee Attack: Jabby Jab
Melee attack at an adjacent target.

Special Action: Sneaky Attack
If an adjacent target has made an attack that does not target you since your last turn, you can make a melee attack at it with 1 extra die.

Bonus Ability: Scamper
When you've been attacked since your last turn, you can move 2 extra squares.

  
 
 
 
 KO



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Goblin Shaman



Magic Attack: Gobi Snot Magic
 Magic attack at a target up to 4 squares away.

Special Action: Repulsive Snot Burst
 Magic attacks with 1 die at all adjacent targets (including enemies and allies); if an attack hits, the target takes no damage but is pushed back 5 squares.

Bonus Ability: Scamper
 When you've been attacked since your last turn, you can move 2 extra squares.



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Goblin Warrior



Melee Attack: Slashy Slash
 Melee attack at an adjacent target.

Special Action: Sneaky Attack
 If an adjacent target has made an attack that does not target you since your last turn, you can make a melee attack at it with 1 extra die.

Bonus Ability: Scamper
 When you've been attacked since your last turn, you can move 2 extra squares.



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Goblin Stabber



Melee Attack: Stabby Stab
 Melee attack at an adjacent target.

Special Action: Sneaky Attack
 If an adjacent target has made an attack that does not target you since your last turn, you can make a melee attack at it with 1 extra die.

Bonus Ability: Scamper
 When you've been attacked since your last turn, you can move 2 extra squares.



HERO KIDS



Gorilla



Melee Attack: Slamming Attack
 Melee attack at an adjacent target.

Special Action: Double Slams
 Split your melee dice to make melee attacks at multiple adjacent targets.

Special Ability: Climber, Ferocious
 When you're adjacent to a wall, you can climb over enemies or obstacles. When you have two or more enemies adjacent to you, your attacks gain 1 die.

HERO KIDS




Gorillian









Melee Attack: Slamming Attack
Melee attack at an adjacent target.




Special Action: Quad Slams
Split your melee dice to make melee attacks at multiple adjacent targets.




Special Ability: Climber, Ferocious
When you're adjacent to a wall, you can climb over enemies or obstacles. When you have two or more enemies adjacent to you, your attacks gain 1 die.










KO

Hurt



Bruised




HERO KIDS






Guard Nightwatch









Melee Attack: Weary Attack
Melee attack at an adjacent target.






Special Action: Restraining Grab
Melee attack at an adjacent target; if the attack hits, the target takes no damage but is restrained. The restrained character's armor pool has 1 fewer dice, and they can only use their entire turn to break free.




Bonus Ability: Aggravated
When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.









KO

Hurt



HERO KIDS




Guard Captain







Melee Attack: Pacifying Blow
Melee attack at an adjacent target.




Special Action: Restraining Grab
Melee attack at an adjacent target; if the attack hits, the target takes no damage but is restrained. The restrained character's armor pool has 1 fewer dice, and they can only use their entire turn to break free.




Bonus Ability: Commander, Aggravated
On your turn you can move an ally up to 2 squares. When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.









KO

Hurt

Bruised



HERO KIDS




Guard Recruit







Melee Attack: Crushing Blow
Melee attack at an adjacent target.




Special Action: Knockdown Attack
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target is also knocked prone.




Bonus Ability: Aggravated
When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.








KO

Hurt



HERO KIDS

Guard Sharpshooter












Ranged Attack: Streaking Bolt
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Pinning Bolt
Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer dice; if the attack hits, the target also cannot move on its next turn.

Bonus Ability: Aggravated
When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.

KO Hurt

HERO KIDS

Guard












Melee Attack: Crunching Blow
Melee attack at an adjacent target.

Special Action: Knockdown Attack
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target is also knocked prone.

Bonus Ability: Aggravated
When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.

KO Hurt

HERO KIDS

Guard Spear Bearer












Ranged Attack: Arcing Spear
Ranged attack at a target up to 6 squares away.



Special Action: Tripping Sweep
Melee attack at an adjacent target using your ranged dice; if the attack hits, the target takes no damage but is knocked prone.






Bonus Ability: Versatile, Aggravated
You can use your ranged attack against adjacent enemies without penalty. When you miss an enemy with an attack, your next attack gains 1 extra die if it is against that enemy.


KO Hurt

HERO KIDS

Helm Knight



Melee Attack: Crushing Swing
Melee attack at an adjacent target.


Special Action: Sweeping Swing
If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both, the second target is attacked with 1 fewer dice.

Bonus Ability: Magic Resistant
When you defend a magic attack, your armor pool gains 1 extra die.

KO Hurt Bruised

HERO KIDS

Hydra



⚔	☰	☰	☰
🏹	☰	☰	
👤	☰	☰	
🛡	☰	☰	
❤	☐	☐	☐

KO Hurt Bruised


Special Action: Triple Attack
Make one attack for each remaining head (each head must use a different attack type and target a different character):

- Melee attack at an adjacent target.
- Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).
- Magic attack at a target up to 4 squares away.

Bonus Ability: Huge, Triple Headed
You are over 12' tall, and you occupy a 2x2 square area. You have three heads; twice when you take damage you can instead choose to lose the ability to use one of your heads.

HERO KIDS

Knight Errant



⚔	☰		
🏹	☒		
👤	☒		
🛡	☰	☰	☰
❤	☐	☐	☐

KO Hurt Bruised

Melee Attack: Formidable Strike
Melee attack at an adjacent target.

Special Action: Fierce Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.

Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

HERO KIDS

Knight Blaggard



⚔	☰		
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🛡	☰	☰	☰
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KO Hurt Bruised


Melee Attack: Formidable Strike
Melee attack at an adjacent target.

Special Action: Strikeback Attack
If an adjacent target has attacked you since your last turn, you can make a melee attack at that target with 1 extra die.

Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

HERO KIDS

Knight of Bane



⚔	☰		
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🛡	☰	☰	
❤	☐	☐	☐

KO Hurt Bruised

Melee Attack: Formidable Strike
Melee attack at an adjacent target.

Magic Attack: Baneful Blast
Magic attack at a target up to 4 squares away.

Special Action: Dual Attacks
Melee attack at an adjacent target and magic attack at a different target up to 4 squares away.

Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

HERO KIDS

Knight of the Invincible Sun




	KO Hurt Bruised





Melee Attack: Searing Strike
Melee attack at an adjacent target.

Special Action: Strikeback Attack
If an adjacent target has attacked you since your last turn, you can make a melee attack at that target with 1 extra die.


Bonus Ability: Controller, Sol Invictus
After you make an attack, you can move an adjacent character 1 square and you can move 1 square. When an attack against you misses, all adjacent enemies are pushed back 1 square and knocked prone.

HERO KIDS

Kobold Marauder

	KO




Melee Attack: Hacking Attack
Melee attack at an adjacent target.

Special Action: Reckless Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.


Bonus Ability: Bully
When you are adjacent to an ally, your attacks gain 1 extra die.

HERO KIDS

Kobold Jabber




	KO





Melee Attack: Jabbing Thrust
Melee attack at an adjacent target.

Special Action: Reckless Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.


Bonus Ability: Bully
When you are adjacent to an ally, your attacks gain 1 extra die.

HERO KIDS

Kobold Shaman

	KO Hurt




Magic Attack: Dragon Spark
Magic attack at a target up to 4 squares away.

Special Action: Dragon Roar
Magic attacks with 1 die at all adjacent targets (including enemies and allies); if an attack hits, the target takes no damage but is pushed back 5 squares.

Bonus Ability: Bully
When you are adjacent to an ally, your attacks gain 1 extra die.

HERO KIDS











Kobold Slinger



Ranged Attack: Rock Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Reckless Attack
Ranged attack at a target up to 6 squares away (but not adjacent) with 1 extra die, but your armor pool has 1 fewer dice until your next turn.

Bonus Ability: Bully
When you are adjacent to an ally, your attacks gain 1 extra die.

HERO KIDS

Kobold Warrior



Melee Attack: Snarling Slash
Melee attack at an adjacent target.


Special Action: Reckless Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.

Bonus Ability: Bully
When you are adjacent to an ally, your attacks gain 1 extra die.

HERO KIDS












Kobold Swiftwing



Melee Attack: Jabbing Thrust
Melee attack at an adjacent target.


Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent enemy with 1 extra die.

Bonus Ability: Flyer, Bully
You can fly over obstacles and enemies. When you are adjacent to an ally, your attacks gain 1 extra die.

HERO KIDS




Lizardkin Archer



Ranged Attack: Arrow Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).


Special Action: Arrow-Split Attack
Split your ranged dice to make ranged attacks at multiple targets up to 6 squares away (but not adjacent).

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

HERO KIDS










Lizardkin Savage



Melee Attack: Pounding Attack
Melee attack at an adjacent target.


Special Action: Pouncing Attack
Move up to 4 squares, make a melee attack at an adjacent target, then move up to 4 squares.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

 
 
 
 
 KO Hurt

HERO KIDS












Lizardkin War Chief



Melee Attack: Smashing Attack
Melee attack at an adjacent target.


Special Action: Double Strikes
Split your melee dice to make melee attacks at multiple adjacent targets.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

  
 
 
   
 KO Hurt Bruised

HERO KIDS












Lizardkin Shaman



Magic Attack: Primal Whip
Magic attack at a target up to 4 squares away.

Special Action: Primal Shackles
Magic attack at a target up to 4 squares away with 1 fewer dice; if the attack hits, the target also cannot move on their next turn.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

 
 
   
 
 KO Hurt

HERO KIDS

Lizardkin Warrior



Melee Attack: Stabbing Attack
Melee attack at an adjacent target.

Special Action: Staggering Attack
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target's attacks also have 1 fewer dice until the end of their next turn.

Bonus Ability: Tail Strike
When you are hit by a melee attack, you can immediately make a melee attack with 1 die at an adjacent target.

  
 
 
  
 KO Hurt

HERO KIDS

Minotaur



Melee Attack: Crushing Blow
Melee attack at an adjacent target.


Special Action: Charging Attack
If you start your turn without an adjacent enemy, you can move up to 3 squares, then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Enraged
When you're Hurt, you can move 2 extra squares.

   
 
 
  
 KO Hurt Bruised Grazed

HERO KIDS











Plague Mummy



Ranged Attack: Locust Plague
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).


Special Action: Locust Storm
Once per encounter, you can make ranged attacks at all targets within 6 squares (including enemies and allies).

Bonus Ability: Terrifying
Enemies must spend 2 squares of movement for each square they move closer to you.

 
  
 
 
 KO Hurt

HERO KIDS











Mage King Mummy



Magic Attack: Talon Rake
Magic attack at a target up to 4 squares away.

Special Action: Prey of Horus
Magic attacks at all targets within 6 squares (including enemies and allies). Each time you do this, your magic pool is reduced by 1 die.

Bonus Ability: Terrifying
Enemies must spend 2 squares of movement for each square they move closer to you.

 
 
   
 
 KO Hurt Bruised Grazed

HERO KIDS

Warrior King Mummy



Melee Attack: Decrepit Strike
Melee attack at an adjacent target.

Special Action: Withering Strike
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, you also remove 1 wound.

Bonus Ability: Terrifying
Enemies must spend 2 squares of movement for each square they move closer to you.

   
 
 
  
 KO Hurt Bruised

HERO KIDS


Warrior Prince Mummy



Melee Attack: **Decrepit Strike**
Melee attack at an adjacent target.


Special Action: **Withering Strike**
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, you also remove 1 wound.

Bonus Ability: **Terrifying**
Enemies must spend 2 squares of movement for each square they move closer to you.

  
 
 
 
 KO Hurt Bruised

HERO KIDS

Ghost Pirate Captain














Melee Attack: **Cutlass Slash**
Melee attack at an adjacent target.

Magic Attack: **Flaming Bolt**
Magic attack at a target up to 4 squares away.


Special Action: **Captivating Gaze**
Magic attack at a target up to 4 squares away; if the attack hits, it deals no damage but the target is pulled to an empty square adjacent to you.

Bonus Ability: **Rise Again Minion**
When you take damage, you can immediately return a KO'd ally to Hurt.

  
 
 
  
 KO Hurt Bruised

HERO KIDS











Pirate Archer



Ranged Attack: **Arrow Shot**
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: **Distracted Shot**
If a target within 6 squares (but not adjacent) is engaged, you can make a ranged attack at it with 1 extra die.

Bonus Ability: **Timid**
When you are engaged, your attacks have 1 fewer dice (at least 1).

 
  
 
 
 KO Hurt

HERO KIDS


Pirate Captain



Melee Attack: **Cutlass Slash**
Melee attack at an adjacent target.


Special Action: **Bullied Attack**
If you have been attacked more than once since your last turn, you can make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: **Leader**
When an ally is adjacent to you, their attacks gain 1 extra die.

  
 
 
  
 KO Hurt Bruised

HERO KIDS














Pirate Duellist



Melee Attack: Duellist's Slash
Melee attack at an adjacent target.


Special Action: Shield Bash
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, the target is also pushed back 4 squares.

Bonus Ability: Bloodied
When you are not at full health, your attacks gain 1 extra die.

HERO KIDS













Pirate Swordsman



Melee Attack: Cutlass Slash
Melee attack at an adjacent target.


Special Action: Bullying Attack
If an adjacent target is engaged, you can make a melee attack at it that ignores your Timid bonus ability.

Bonus Ability: Timid
When you are engaged, your attacks have 1 fewer dice (at least 1).

HERO KIDS










Pirate Recruiter



Melee Attack: Sap Strike
Melee attack at an adjacent target.

Special Action: Surprise Attack
If an adjacent target has not had its first turn, you can make a melee attack at it that ignores your Timid bonus ability; if the attack hits, it deals 1 extra damage.

Bonus Ability: Timid
When you are engaged, your attacks have 1 fewer dice (at least 1).

HERO KIDS

Dire Rat



Melee Attack: Horrid Bite
Melee attack at an adjacent target.


Special Action: Pack Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.

HERO KIDS










Giant Rat



Melee Attack: Horrid Bite
Melee attack at an adjacent target.

Special Action: Pack Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.

HERO KIDS

Ratling Skirmisher



Melee Attack: Stabbing Thrust
Melee attack at an adjacent target.

Special Action: Pack Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.

HERO KIDS

King Rat



Melee Attack: Horrid Bite
Melee attack at an adjacent target.


Special Action: Pack Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.

HERO KIDS





Ratling Slinger




Ranged Attack: Whirling Sling
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Distracted Attack
If target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at it with 1 extra die.






Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.


 
 
 
 
  

HERO KIDS

Ratling Warrior




Melee Attack: Slashing Strike
Melee attack at an adjacent target.

Special Action: Pack Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.



Bonus Ability: Coward
When you've been attacked since your last turn, you can move 2 extra squares.



KO
Hurt


HERO KIDS

Sea Serpent





Melee Attack: Gaping Maw
Melee attack at an adjacent target.

Special Action: Gulping Maw
Melee attack at an adjacent target; if the attack hits, the target takes no damage but is swallowed whole. While swallowed, the target takes 1 damage at the end of its turns and its attacks have 1 fewer dice (at least 1). If a swallowed character damages you, that character is regurgitated to an empty square adjacent to you.






Bonus Ability: Huge, Aquatic
You are over 12' tall, and you occupy a 2x2 square area. You can only move in water and you can do this without penalty.

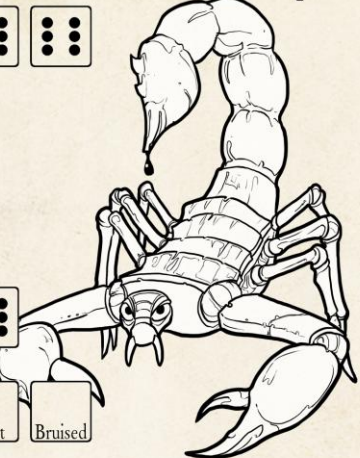
KO
Hurt
Bruised

HERO KIDS

Giant Scorpion





Melee Attack: Stinging Stab
Melee attack at an adjacent target.

Special Action: Snap, Snap, Stab!
Split your melee dice to make melee attacks at multiple adjacent targets.






Bonus Ability: Venomous, Grappler
When you damage a target, it can't move on its next turn. When you damage a target, you can hold it adjacent to you until you decide to release it or it damages you. While you have a target held, your attacks against that target gain 1 die, your attacks against other targets have 1 fewer dice, and you cannot hold another target.


KO
Hurt
Bruised

HERO KIDS

Skeleton Archer



Ranged Attack: Arrow Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).

Special Action: Distracted Shot
If a target within 6 squares (but not adjacent) is engaged, you can make a ranged attack at it with 1 extra die.

Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).

KO
Hurt



HERO KIDS



Skeleton Mage

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	KO
	Hurt
	Bruised



Magic Attack: Necrotic Bolt
Magic attack at a target up to 4 squares away.

Special Action: Necrotic Bolts
Split your magic dice to make magic attacks at multiple targets up to 4 squares away.

Bonus Ability: Rattled, Life Drain
When you are not on full health your attacks have 1 fewer dice (at least 1). Each time you deal damage, you can remove 1 damage from yourself.

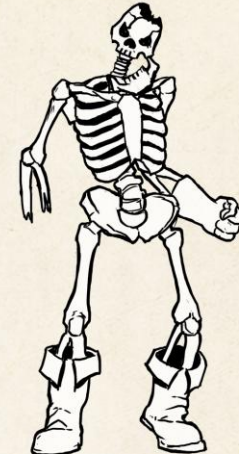


HERO KIDS



Skeleton Shambler

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	KO



Melee Attack: Wild Swing
Melee attack at an adjacent target.

Bonus Ability: Slow, Unstoppable
You can only move 2 squares with your move action. If you are KO'd, on your next turn you can remove that damage and use your entire move to get up.

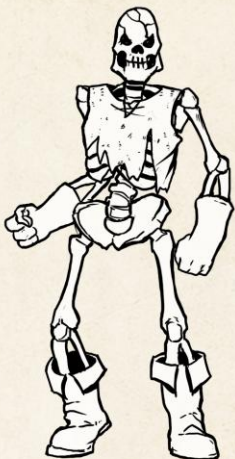


HERO KIDS



Skeleton Pummeler

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	KO
	Hurt



Melee Attack: Pounding Blow
Melee attack at an adjacent target.

Special Action: Bullying Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).



HERO KIDS



Skeleton Swordsman

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	KO
	Hurt



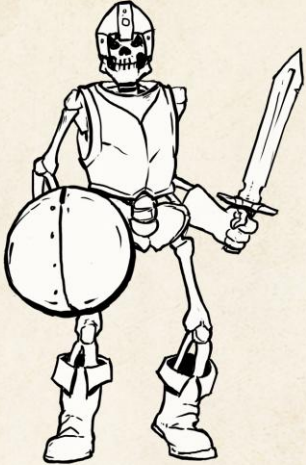
Melee Attack: Slashing Strike
Melee attack at an adjacent target.

Special Action: Bullying Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).

HERO KIDS












Skeleton Warrior



Melee Attack: Slashing Strike
Melee attack at an adjacent target.

Special Action: Bullying Attack
If an adjacent target is engaged, you can make a melee attack at it with 1 extra die.

Bonus Ability: Rattled
When you are not on full health, your attacks have 1 fewer dice (at least 1).

  
 
 
  
 KO Hurt

HERO KIDS





Slime



Melee Attack: Putrid Slam
Melee attack at an adjacent target.

Special Action: Stinking Globbs
Ranged attack at a target up to 6 squares away with 1 fewer dice than your melee dice pool.

Special Ability: Horrid
When defending melee attacks, your armor pool gains 1 extra die.

  
 
 
 
 KO Hurt

HERO KIDS

Slime Beast



Melee Attack: Putrid Slam
Melee attack at an adjacent target.

Special Action: Stinking Globbs
Ranged attack at a target up to 6 squares away with 1 fewer dice than your melee dice pool.

Special Ability: Horrid
When defending melee attacks, your armor pool gains 1 extra die.

   
 
 
 
 KO Hurt Bruised

HERO KIDS










Giant Snake



Melee Attack: Fang Bite
Melee attack at an adjacent target.


Special Action: Reaching Strike
Melee attack at a target 2 squares away with 1 fewer dice.

Bonus Ability: Venomous
When you damage a target, it can't move on its next turn.

  
 
 
 
 KO Hurt

HERO KIDS












Hissing Snake



Melee Attack: Fang Bite
Melee attack at an adjacent target.


Special Action: Snapping Strike
Melee attack at a target 2 squares away with 1 fewer dice.











Bonus Ability: Venomous
When you damage a target, it can't move on its next turn.

HERO KIDS


Spider Egg Sac



HERO KIDS















King Cobra



Melee Attack: Fang Bite
Melee attack at an adjacent target.


Special Action: Venom Spit
Ranged attack at a target up to 6 squares away with 1 fewer dice than your melee dice pool.

Bonus Ability: Venomous
When you damage a target, it can't move on its next turn.

HERO KIDS













Giant Spider



Melee Attack: Spider Bite
Melee attack at an adjacent target.

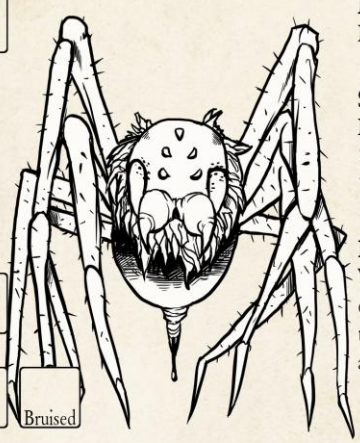
Special Action: Stinging Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.

Bonus Ability: Climber
When you are adjacent to a wall, you can climb over enemies and obstacles.

HERO KIDS










Spider Queen



Melee Attack: Spider Bite
Melee attack at an adjacent target.


Special Action: Stinging Attack
Melee attack at an adjacent target with 1 extra die; your armor pool has 1 fewer dice until your next turn.

Bonus Ability: Venomous, Climber
When you damage a target, it can't move on its next turn. When you are adjacent to a wall, you can climb over enemies and obstacles.

  
 
 
  
 KO Hurt Bruised

HERO KIDS











Tengu Clawmage



Magic Attack: Raking Blast
Magic attack at a target up to 4 squares away.


Special Action: Pinning Claws
Split your magic dice to make magic attacks at multiple targets up to 4 squares away; if an attack hits, it deals no damage but the target cannot move on their next turn.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

 
 
  
 
 KO Hurt

HERO KIDS











Tengu Archer



Ranged Attack: Hovering Shot
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).


Special Action: Hail of Arrows
Split your ranged dice to make ranged attacks at multiple targets up to 6 squares away (but not adjacent).

Bonus Ability: Flyer
You can fly over obstacles and enemies.

 
  
 
 
 KO Hurt

HERO KIDS


Tengu Fledgling



Melee Attack: Talon Strike
Melee attack at an adjacent target.

Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

 
 
 
 
 KO Hurt


HERO KIDS

Tengu Groundling



Melee Attack: Talon Strike
Melee attack at an adjacent target.

Special Action: Sneaky Attack
If an adjacent target has made an attack that does not target you since your last turn, you can make melee attack at it with 1 extra die.

 
 
 
 
 KO Hurt

HERO KIDS

Tengu Slinger



Ranged Attack: Arcing Shot
Ranged attack at a target up to 6 squares away (1 fewer dice at adjacent targets).

Special Action: Distracted Shot
If a target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at it with 1 extra die.

 
 
 
 
 KO Hurt

HERO KIDS

Tengu Raptor



Melee Attack: Slashing Strike
Melee attack at an adjacent target.

Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

  
 
 
  
 KO Hurt Bruised

HERO KIDS

Tengu Warrior



Melee Attack: Slashing Strike
Melee attack at an adjacent target.

Special Action: Diving Attack
If you start your turn without an adjacent enemy, you can move up to 4 squares and then make a melee attack at an adjacent target with 1 extra die.

Bonus Ability: Flyer
You can fly over obstacles and enemies.

  
 
 
 
 KO Hurt

HERO KIDS

Water Beast




		
		
		
		
	KO	Hurt



Melee Attack: Toxic Bite
Melee attack at an adjacent target.

Special Action: Toxic Spit
Ranged attack at a target up to 6 squares away (but not adjacent) with 1 fewer dice than your melee pool.

Bonus Ability: Toxic, Swimmer
When you damage a target, attacks they make on their next turn use 1 fewer dice (at least 1). You can only move in water and you can do this without penalty.

HERO KIDS

Weasel Spear Bearer




		
		
		
		
	KO	Hurt





Melee Attack: Stabbing Thrust
Melee attack at an adjacent target.









Special Action: Piercing Attack
If an adjacent target overlaps with another target 1 square further away, you can melee attack the first target and melee attack the second target with 1 fewer dice.

Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

HERO KIDS

Weasel Archer

		
		
		
		
	KO	Hurt





Ranged Attack: Whirling Sling
Ranged attack at a target up to 6 squares away (1 fewer dice against adjacent targets).












Special Action: Distracted Attack
If target up to 6 squares away (but not adjacent) is engaged, you can make a ranged attack at it with 1 extra die.


Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

HERO KIDS

Weasel Warrior

		
		
		
		
	KO	Hurt



Melee Attack: Stabbing Thrust
Melee attack at an adjacent target.

Special Action: Cleaving Attack
If you have two adjacent targets that are also adjacent to each other, you can make melee attacks at both, the second target is attacked with 1 fewer dice.

Bonus Ability: Controller
After you make an attack, you can move an adjacent character 1 square and you can move 1 square.

HERO KIDS

Werewolf



Melee Attack: Slashing Claws
Melee attack at an adjacent target.


Special Action: Claw-Claw-Bite
Split your melee pool to make melee attacks at multiple adjacent targets.

Bonus Ability: Regenerating
When you take damage, you can't take any more damage until your next turn.

   
 
 
 
 KO Hurt Bruised Grazed

HERO KIDS










Wolf



Melee Attack: Ferocious Bite
Melee attack at an adjacent target.

Special Action: Taste For Blood
If you damaged an adjacent target on your last turn, you can make a melee attack at that target with 1 extra die.

Bonus Ability: Sure-Footed
You can traverse obstacles without penalty.

 
 
 
 
 KO Hurt

HERO KIDS

Dire Wolf



Melee Attack: Ferocious Bite
Melee attack at an adjacent target.


Special Action: Taste For Blood
If you damaged an adjacent target on your last turn, you can make a melee attack at that target with 1 extra die.

Bonus Ability: Sure-Footed
You can traverse obstacles without penalty.

  
 
 
 
 KO Hurt Bruised

HERO KIDS

Warrior Wraith





Melee Attack: Sundering Swing
Melee attack at an adjacent target.

Special Action: Draining Grasp
Melee attack at an adjacent target with 1 fewer dice; if the attack hits, you also remove 1 wound.


Bonus Ability: Terrifying
When defending melee attacks, you gain 1 extra die to your armor pool.

   
 
 
 
 KO Hurt Bruised

HERO KIDS


Wyvern




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X




X



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KO

Hurt

Bruised





Melee Attack: Crushing Bite
Melee attack at an adjacent target.


Special Action: Swooping Attack
Move up to 4 squares, including through squares occupied by other characters; melee attack with 1 fewer dice at all targets along the path (including enemies and allies).

Bonus Ability: Huge, Flyer, Venomous
You are over 12' tall and you occupy a 2x2 square area. You can fly over obstacles and enemies. When you damage a target, it cannot move on its next turn.

HERO KIDS





Zombie Brute




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X



X




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KO

Hurt

Bruised





Melee Attack: Brutal Swing
Melee attack at an adjacent target.


Special Action: Barging Run
Move up to 4 squares, including through squares occupied by other characters; melee attack with 1 fewer dice at all targets along the path (including enemies and allies).

Bonus Ability: Nigh-Invulnerable
You can only be KO'd by attacks that roll a 6 on an attack die.

HERO KIDS





Zombie Basher




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X



X




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KO



Hurt




Melee Attack: Bashing Swing
Melee attack at an adjacent target.

Bonus Ability: Slow, Nigh-Invulnerable
You can only move 2 squares with your move action. You can only be KO'd by attacks that roll a 6 on an attack die.


HERO KIDS


Zombie Revenant



X




X




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KO

Hurt



Magic Attack: Necrotic Blast
Magic attack at target up to 4 squares away.

Bonus Ability: Slow, Nigh-Invulnerable
You can only move 2 squares with your move action. You can only be KO'd by attacks that roll a 6 on an attack die.



HERO KIDS



Zombie Shambler

	<input type="checkbox"/> KO <input type="checkbox"/> Hurt



Melee Attack: Awkward Swing
Melee attack at an adjacent target.

Bonus Ability: Slow, Nigh-Invulnerable
You can only move 2 squares with your move action. You can only be KO'd by attacks that roll a 6 on an attack die.



HERO KIDS



Zombie Thrasher

	<input type="checkbox"/> KO



Melee Attack: Flailing Swing
Melee attack at an adjacent target.

Bonus Ability: Slow, Nigh-Invulnerable
You can only move 2 squares with your move action. You can only be KO'd by attacks that roll a 6 on an attack die.